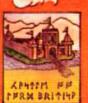
# Exodus ~ Ultima III

















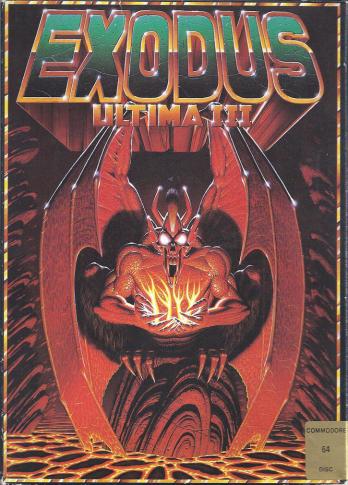












## **EXODUS-ULTIMA III**

Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of

his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed? Somehow,

you sense that your treacherous foes have not been eliminated. Without further feats of skill, daring, and perseverance, all of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the dimension door. Stepping in, the hunt resumes.

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#### IMPORTANT

SIDE A: PROGRAM SIDE B: PLAYER MASTER

Be careful to insert correct side in drive when requested

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#### Ultimate Warriors of EXODUS: ULTIMA III.

As thou dost venture forth across these mystical lands of Sosaria, many a Tighter. Chief, and even Mage will succumb to the cvil forces of EXODUS. Chough thou hast at thy disposal truly wondrous powers, many among you will desire a greater knowledge of the realm before this journey is compilet. In order to provide for these wishes. I. Lord British, will supply "The Secrets of Sosaria" for thu use.

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Inquire at thy local dealer, or obtain "Secrets of Sosaria" direct from the Origin at the address above.

Journey forth with my blessing. May thou encounter good fortune and reap vast rewards!

Lord Builted

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